

FOOTBALL



CAT. NO.
26-3053

Radio Shack

TRS-80

**COLOR
COMPUTER**

TM

Football

Radio Shack®



A DIVISION OF TANDY CORPORATION
FORT WORTH, TEXAS 76102

First Edition

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Introduction

Welcome to Football. Football is a simulation game with five men per team. Two people play the game, each using a joystick to control his team. One player's team is red, the other is blue.

Setting Up

First, make sure the joysticks are properly connected to the computer. Turn on the TV and turn the volume up slightly. Insert the Football cartridge in the slot on the right side of the computer. Next, when you turn on the computer, the playing field will appear.

The Game Begins

When the game begins, both teams are in their huddles on the twenty yard line. The Red team is the offense and the Blue team, on the right, is the defense. In a few seconds the screen will clear and the play selections for both offense and defense will appear.

In the Huddle

To choose a play, move the cursor up or down with the joystick to the desired play. When you decide on a play, press the button on your control box. In order to hide the play you choose, keep the cursor moving. You may change your mind by pressing the button again. Once both buttons are pushed, the plays are set and the playing field will reappear with the teams in formation.

Lining Up

The offense lines up with three Linemen; a Wide Receiver, nearest the bottom of the screen, and the Quarterback, behind the Center Lineman. The defense lineup is similar — the man behind the middle Lineman is the Defensive Linebacker.

The offensive player presses his button when he is ready to hike. The offense joystick controls the Quarterback on running plays and punts, and controls the Wide Receiver on passing plays. The joystick for defense will always control the Linebacker. The other men on both teams will react automatically. The men controlled by the joysticks will appear larger than the other men once the ball is hiked. The man with the ball is shown with a flashing yellow dot.

Offense

The offensive team has a choice of five plays, END SWEEP, UP THE MIDDLE, SHORT PASS, BOILB and PUNT.

Offensive Running Plays

On running plays, the Quarterback always carries the ball.

On the End Sweep, offensive players spread out to block. Move the joystick up or down to carry the Quarterback around one end or the other.

If you choose Up the Middle, use the joystick to move the Quarterback through the line. Remember that there is a defensive player directly across from the center. If you move the Quarterback straight ahead, he will be stopped.

Learn to “read” the defense based on the lateral movement of the four front Linemen at the snap of the ball. You can then run at the weakness of the defense. (More on defensive plays later.)

Passing Plays

On passing plays, the Quarterback’s drop back movement is automatic. He will drop back ten yards and begin rotating his arm. Press the button when you want the Quarterback to throw the ball.

Guiding the Pass

The direction the pass will go depends on which way the Quarterback’s arm is pointing when you press the button. If his arm is up, the ball will travel toward

the top of the screen. When his arm is up and extended, the ball will travel further down the field before going out of bounds. The pass will go straight down the field if his arm is straight. The two down positions will send the ball toward the bottom of the screen.

The Receiver

The Wide Receiver is controlled by the joystick. Once the play begins, the Wide Receiver will appear larger than the other offensive players so you can tell which man you are controlling.

The Short Pass will go about ten yards. For the Receiver to catch it, he must meet the ball between five and ten yards down field. If he is further than ten yards, the ball will fall short. If he is closer than five yards, the ball will appear to be able to be caught, but, will in fact, be over his head.

The Bomb will travel 20 yards. It can be caught between fifteen and twenty yards. Move the Receiver down field as you did with the Short Pass. If you can, keep the Receiver either barely on or off the screen, and on the path of the ball, the reception will be made.

On both pass plays, the Linebacker can blitz the Quarterback, or go after the Receiver and try to intercept.

Punt

The offensive player presses the button to hike the ball. The Quarterback is controlled by the joystick and should not be moved until he receives the snap, otherwise a fumble will occur. From the punt position, you can press the button to punt the ball, or use the joystick to run.

Guiding the Punt

If you choose to kick, the ball will travel toward the nearest sideline. The closer you are to the sideline, the sooner the ball will go out of bounds. Keep the Quarterback near the center of the field for a long punt or move him toward the sideline to kick short. There are no punt returns, so the defensive player should move the Linebacker after the Quarterback.

The offense is very basic, but it does take practice to put the Receivers in the right place or dodge tacklers on the line.

Defense

The Defensive team can choose among SPREAD, STACKED, ZONE or PREVENT defenses. The Linebacker is controlled by the joystick. You can blitz the Quarterback or cover the Receiver on a pass, or you can go after the Quarterback on a running play.

Defensive Formations

You have four defenses from which to choose. The defense you choose not only sets you up against a certain play, but changes the speed of the players in all directions.

The Spread is the primary defense against the End Sweep. Since the runner must first get around the end, your speed is greater across the field. When you choose this formation, the defense spreads out on the snap.

The Stacked defense is designed to go against Up the Middle plays. The defense will bunch up on the line of scrimmage and will move slightly faster up and down field than across the field.

The Zone is a defense against the Short Pass. Lateral movement is very fast in order to cover the receiver going down and out.

The Prevent defense is the fastest defense up and down the field and is designed to defend against the Bomb. If you select this defense, and the offense runs, a five to eight yard gain could be made on the play. If a long or short pass is completed against this formation, the receiver can be caught if he has more than 30 or 40 yards ahead of him.

Scoring

The offense scores by reaching the defense End Zone. A touchdown is worth seven points. The defense may score by intercepting a pass and returning it for a touchdown, or by scoring a safety, worth two points by downing the offense in their own end zone.

Timer

The timer counts down the minutes and seconds from 14:00

Time will start when the ball is snapped and will stop when the play ends. When the timer reaches zero, you will be allowed to complete the play in progress and then the game is over.

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$\chi^2 = R_{\text{eff}} / S = 1.0$ (one χ^2 per SLOAR observation) and $\chi^2 = R_{\text{eff}} / S = 0.001$ (one χ^2 per SLOAR observation) are the χ^2 values for the χ^2 distributions of the residuals of the SLOAR observations. The χ^2 value of the residuals of the SLOAR observations is 0.001, which is the same as the χ^2 value of the residuals of the SLOAR observations. The χ^2 value of the residuals of the SLOAR observations is 0.001, which is the same as the χ^2 value of the residuals of the SLOAR observations.

(5) $\{p_1, \dots, p_n\} \vdash_{\text{SML}} \{q_1, \dots, q_n\}$ iff $\{p_1, \dots, p_n\} \vdash_{\text{SML}} q_i$ for some $i \in \{1, \dots, n\}$.

Reid, Shafer and Whalen explain that, given the fact that the US HMLRS is positive, the market is overvalued. In the short run, Reid, Shafer and Whalen suggest that the market is overvalued, but in the long run, the market is fairly valued.

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U.S.A.: FORT WORTH, TEXAS 76102
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